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Alex Pentland

March 2000 **Communications of the ACM**, Volume 43 Issue 3

Full text available: pdf(812.65 KB) html(33.98 KB) Additional Information: full citation, references, citings, index terms

2 "Smart clothing": wearable multimedia computing and "personal imaging" to restore the technological balance between people and their environments

Steve Mann

February 1997 **Proceedings of the fourth ACM international conference on Multimedia**

Full text available: pdf(2.18 MB) Additional Information: full citation, references, citings, index terms

Keywords: augmented reality, mediated reality, mobile multimedia, pencigraphic image compositing, personal imaging, smart spaces, ubiquitous computing, video orbits, video surveillance, wearable computing

3 Session 6: Robust transmission of 3D geometry over lossy networks

Zhihua Chen, Bobby Bodenheimer, J. Fritz Barnes

March 2003 **Proceeding of the eighth international conference on 3D Web technology**

Full text available: pdf(2.81 MB) Additional Information: full citation, abstract, references, citings

This paper describes a robust mechanism for transmitting 3D meshes over the Internet. TCP/IP is an excellent means for reliable transport over the Internet. However, multi-user, real-time graphics applications may find TCP transmission disadvantageous when reception of a mesh is time-critical. To improve speed one could use an unreliable transmission protocol. Yet typical mesh compression schemes increase the fragility of the mesh to lossy transmission. In this paper, we develop a hybrid method ...

4 Oral I: 3D face recognition based on high-resolution 3D face modeling from frontal and profile views

Lijun Yin, Matt T. Yourst

November 2003 **Proceedings of the 2003 ACM SIGMM workshop on Biometrics methods**

and applications

Full text available: pdf(528.92 KB) Additional Information: full citation, abstract, references, index terms

This paper presents a novel face recognition system which considers information from both frontal and profile view images and videos. In the system, we recover facial texture details by increasing the input image resolution, construct an accurate 3D face model from two views of a face, and explore both 3D shape and texture informations for an optimal match and identification based on a 3D face model database. Unlike many existing 3D face recognition systems where the 3D model is taken as a bridg ...

Keywords: face identification, face modeling, super-resolution

5 Computer graphics in medicine: from visualization to surgery simulation

Markus H. Gross

February 1998 **ACM SIGGRAPH Computer Graphics**, Volume 32 Issue 1

Full text available: pdf(2.15 MB) Additional Information: full citation, abstract, citings, index terms

Medicine is an extremely challenging field of research, which has been -- more than any other discipline -- of fundamental importance in human existence. The variety and inherent complexity of unsolved problems has made it a major driving force for many natural and engineering sciences. Hence, from the early days of computer graphics the medical field has been one of most important application areas with an enduring provision of exciting research challenges. Conversely, individual graphics tools ...

6 FRAMES: Software tools for modeling, rendering and animation of 3D scenes

Michael Potmesil, Eric M. Hoffert

August 1987 **ACM SIGGRAPH Computer Graphics , Proceedings of the 14th annual conference on Computer graphics and interactive techniques**, Volume 21 Issue 4

Full text available: pdf(3.61 MB) Additional Information: full citation, abstract, references, citings, index terms

FRAMES is a set of flexible software tools, developed for the UNIX programming environment, that can be used to generate images and animation of 3D scenes. In FRAMES, each stage of the image-rendering pipeline is assigned to a UNIX System filter. The following is a typical FRAMES pipe sequence where each filter performs a task implied by its name:cat scene.frm|euclid|mover|shade|camera|abufFRAMES was designed to be easy to use, to permit flexible experimentation with new ideas in image rendering ...

7 Face recognition: A literature survey

W. Zhao, R. Chellappa, P. J. Phillips, A. Rosenfeld

December 2003 **ACM Computing Surveys (CSUR)**, Volume 35 Issue 4

Full text available: pdf(4.28 MB) Additional Information: full citation, abstract, references, citings, index terms

As one of the most successful applications of image analysis and understanding, face recognition has recently received significant attention, especially during the past several years. At least two reasons account for this trend: the first is the wide range of commercial and law enforcement applications, and the second is the availability of feasible technologies after 30 years of research. Even though current machine recognition systems have reached a certain level of maturity, their success is ...

Keywords: Face recognition, person identification

8 Modeling II: 3D object reconstruction and representation using neural networks

Lim Wen Peng, Siti Mariyam Shamsuddin
June 2004 **Proceedings of the 2nd international conference on Computer graphics and interactive techniques in Australasia and Southe East Asia**
Full text available: pdf(468.49 KB) Additional Information: full citation, abstract, references

3D object reconstruction is frequent used in various fields such as product design, engineering, medical and artistic applications. Numerous reconstruction techniques and software were introduced and developed. However, the purpose of this paper is to fully integrate an adaptive artificial neural network (ANN) based method in reconstructing and representing 3D objects. This study explores the ability of neural networks in learning through experience when reconstructing an object by estimating it ...

Keywords: affined transformation, back propagation, multilayer feed-forward neural networks, object space, reconstruction, representation, third order polynomial

9 Functional representations: Generative 3D models: a key to more information within less bandwidth at higher quality
Rene Berndt, Dieter W. Fellner, Sven Havemann
March 2005 **Proceedings of the tenth international conference on 3D Web technology**
Full text available: pdf(1.97 MB) Additional Information: full citation, abstract, references, index terms

This paper proposes a novel, yet extremely compact shape representation method. Its main feature is that 3D shapes are represented in terms of functions instead of geometric primitives. Given a set of - typically only a few - specific parameters, the evaluation of such a function results in a model that is one instance of a general shape. Particularly important for the web context with client systems of widely varying rendering performance is the support of a semantic level-of-detail superior to ...

Keywords: boundary representation meshes, generative modeling, interactive modeling, subdivision surfaces

10 Augmented reality / 3D modeling: Conceptual free-form styling on the responsive workbench
Gerold Wesche, Marc Droske
October 2000 **Proceedings of the ACM symposium on Virtual reality software and technology**
Full text available: pdf(1.45 MB) Additional Information: full citation, abstract, references, citings

A two-handed 3D styling system for free-form surfaces in a table-like Virtual Environment, the Responsive Workbench (RWB)™, is described. Intuitive curve and surface deformation tools based on variational modeling and interaction techniques adapted to 3D VR modeling applications are proposed. The user draws curves (cubic B-splines) directly in the Virtual Environment using a stylus as an input device. The curves are connected automatically, such that a curve network develops. A combi ...

11 Oral presentation session 2: Visual contextualization and activity monitoring for networked telepresence
Douglas A. Fidaleo, R. Evan Schumacher, Mohan M. Trivedi
October 2004 **Proceedings of the 2004 ACM SIGMM workshop on Effective telepresence**
Full text available: pdf(691.18 KB) Additional Information: full citation, abstract, references, index terms

The context of an environment is denied by a complex interrelationship between past, present, and future events and of the events' surroundings. While the present provides a current and immediate interpretation of our surroundings and enables immediate decisions, historical data enables post-mortem analysis of an incident as well as a foreshadowing of

future events that can in turn afect the context upon which current decisions depend. Achieving context awareness therefore requires extraction ...

Keywords: context awareness, contextualization, surveillance, visualization

12 Shape & motion: Spacetime faces: high resolution capture for modeling and animation
Li Zhang, Noah Snavely, Brian Curless, Steven M. Seitz
August 2004 **ACM Transactions on Graphics (TOG)**, Volume 23 Issue 3

Full text available: pdf(599.14 KB) mov(25:48 MIN) Additional Information: full citation, abstract, references, index terms

We present an end-to-end system that goes from video sequences to high resolution, editable, dynamically controllable face models. The capture system employs synchronized video cameras and structured light projectors to record videos of a moving face from multiple viewpoints. A novel spacetime stereo algorithm is introduced to compute depth maps accurately and overcome over-fitting deficiencies in prior work. A new template fitting and tracking procedure fills in missing data and yields point co ...

Keywords: data-driven animation, expression synthesis, facial animation, shape recovery, shape registration, stereo matching

13 A method for sharing interactive deformations in collaborative 3D modeling
Hiroaki Nishino, Kouichi Utsumiya, Kazuyoshi Korida, Atsunori Sakamoto, Kazuyuki Yoshida
December 1999 **Proceedings of the ACM symposium on Virtual reality software and technology**

Full text available: pdf(2.96 MB) Additional Information: full citation, abstract, references, citings, index terms

This paper proposes a new approach to collaboratively designing original products and crafted objects in a distributed virtual environment. Special attention is paid to concept formulation and image substantiation in the early design stage. A data management strategy and its implementation method are shown to effectively share and visualize a series of shape-forming and modeling operations performed by experts on a network. A 3D object representation technique is devised to manage frequentl ...

Keywords: 3D object modeling, collaborative design, computer graphics, distributed virtual environment

14 Streaming QSplat: a viewer for networked visualization of large, dense models
Szymon Rusinkiewicz, Marc Levoy
March 2001 **Proceedings of the 2001 symposium on Interactive 3D graphics**

Full text available: pdf(416.03 KB) Additional Information: full citation, references, citings, index terms

Keywords: level of detail algorithms, progressive transmission, rendering systems, streaming

15 Using mobile code to create ubiquitous augmented reality
Kari J. Kangas, Juha Röning
March 2002 **Wireless Networks**, Volume 8 Issue 2/3

Full text available: pdf(239.77 KB) Additional Information: full citation, abstract, references, index terms

Augmented reality systems supplement reality by adding virtual objects into a real-world view. In this article, we describe a flexible mobile code approach for implementing ubiquitous, active, and mobile augmented reality systems. We will concentrate primarily on solving the problem of how to acquire the data for the virtual objects in a way that will be flexible and expandable enough to be used in ubiquitous computing. To clarify the concepts and to illustrate our current research status, we wi ...

Keywords: augmented reality, mobile code, mobile computing, ubiquitous computing

16 A constraint-based manipulator toolset for editing 3D objects
C. Hsu, G. Alt, Z. Huang, E. Beier, B. Brüderlin
May 1997 **Proceedings of the fourth ACM symposium on Solid modeling and applications**
Full text available: pdf(1.71 MB) Additional Information: full citation, references, index terms

17 Future directions in visual display systems
Ed Lantz
May 1997 **ACM SIGGRAPH Computer Graphics**, Volume 31 Issue 2
Full text available: pdf(1.06 MB) Additional Information: full citation, abstract, index terms

Visual displays have evolved in several parallel application areas including television, computer monitors, graphics monitors, portable displays, projection displays and most recently, immersive displays. Film, too, has matured as the highest resolution display medium available. One might mistakenly proclaim that today's visual displays produce an image quality which nearly matches that of our perception. The truth is that primitive cave petroglyphs viewed in fire-light far exceed the visual cap ...

18 Disney's Aladdin: first steps toward storytelling in virtual reality
Randy Pausch, Jon Snoddy, Robert Taylor, Scott Watson, Eric Haseltine
August 1996 **Proceedings of the 23rd annual conference on Computer graphics and interactive techniques**
Full text available: pdf(195.32 KB) Additional Information: full citation, references, citings, index terms

19 Error-resilient transmission of 3D models
Ghassan Alregib, Yucel Altunbasak, Jarek Rossignac
April 2005 **ACM Transactions on Graphics (TOG)**, Volume 24 Issue 2
Full text available: pdf(10.73 MB) Additional Information: full citation, abstract, references, index terms

In this article, we propose an error-resilient transmission method for progressively compressed 3D models. The proposed method is scalable with respect to both channel bandwidth and channel packet-loss rate. We jointly design source and channel coders using a statistical measure that (i) calculates the number of both source and channel coding bits, and (ii) distributes the channel coding bits among the transmitted refinement levels in order to maximize the expected decoded model quality. In orde ...

Keywords: 3D graphics compression, error resilience, joint source and channel coding, media streaming, priority encoding transmission, progressive transmission, unequal error protection, virtual reality over IP

20 Modelling urban environments: Modeling and visualizing the cultural heritage data set

of Graz
Christopher Zach, Andreas Klaus, Joachim Bauer, Konrad Karner, Markus Grabner
November 2001 **Proceedings of the 2001 conference on Virtual reality, archeology, and cultural heritage**

Full text available: pdf(4.95 MB) Additional Information: full citation, abstract, references, citings, index terms

The inner city (Old Town) of Graz will be the European cultural capital in 2003. In this paper we present preliminary results on the reconstruction and visualization of this kind of cultural heritage data. Starting with a simple block model obtained by converting 2 1/2 dimensional GIS (geographic information system) data we focus on the image based modeling of the facades. Herein we illustrate a robust search for corresponding points to estimate the relative orientation between image pairs.Addit ...

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Bakic, V.; Stockman, G.;
Applications of Computer Vision, 1998. WACV '98. Proceedings., Fourth IEEE Workshop on
19-21 Oct. 1998 Page(s):256 - 257
Digital Object Identifier 10.1109/ACV.1998.732895
AbstractPlus | Full Text: PDF(272 KB) IEEE CNF

2. **3-D face structure extraction and recognition from images using 3-D morphing and distance mapping**
Chongzhen Zhang; Cohen, F.S.;
Image Processing, IEEE Transactions on
Volume 11, Issue 11, Nov. 2002 Page(s):1249 - 1259
Digital Object Identifier 10.1109/TIP.2002.804277
AbstractPlus | References | Full Text: PDF(997 KB) IEEE JNL

3. **Facial model estimation from stereo/mono image sequence**
Kuo, C.J.; Tsang-Gang Lin; Ruey-Song Huang; Odeh, S.F.;
Multimedia, IEEE Transactions on
Volume 5, Issue 1, March 2003 Page(s):8 - 23
Digital Object Identifier 10.1109/TMM.2003.808815
AbstractPlus | References | Full Text: PDF(1422 KB) IEEE JNL

4. **Reconstruction of partially damaged face images based on a morphable face model**
Bon-Woo Hwang; Seong-Whan Lee;
Pattern Analysis and Machine Intelligence, IEEE Transactions on
Volume 25, Issue 3, March 2003 Page(s):365 - 372
Digital Object Identifier 10.1109/TPAMI.2003.1182099
AbstractPlus | References | Full Text: PDF(5220 KB) IEEE JNL

5. **Wide baseline image registration with application to 3-D face modeling**
Roy-Chowdhury, A.K.; Chellappa, R.; Keaton, T.;
Multimedia, IEEE Transactions on
Volume 6, Issue 3, June 2004 Page(s):423 - 434
Digital Object Identifier 10.1109/TMM.2004.827511
AbstractPlus | Full Text: PDF(688 KB) IEEE JNL

6. **Face localization and authentication using color and depth images**

Tsalakanidou, F.; Malassiotis, S.; Strintzis, M.G.;
Image Processing, IEEE Transactions on
Volume 14, Issue 2, Feb. 2005 Page(s):152 - 168
Digital Object Identifier 10.1109/TIP.2004.840714

AbstractPlus | References | Full Text: PDF(1944 KB) IEEE JNL

7. **A fuzzy neural network for extracting facial patterns**
Kouzani, A.Z.;
Neural Networks for Signal Processing, 2003. NNSP'03. 2003 IEEE 13th Workshop on
17-19 Sept. 2003 Page(s):699 - 708

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Abstract

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Signal Processing: Image Communication, Volume 17, Issue 5, May 2002, Pages 373-392
Yao-Jen Chang and Yung-Chang Chen
Abstract

3. **Face Detection: A Survey** • ARTICLE
Computer Vision and Image Understanding, Volume 83, Issue 3, September 2001, Pages 236-274
Erik Hjelmås and Boon Kee Low
Abstract

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Image and Vision Computing, Volume 18, Issue 4, 1 March 2000, Pages 299-314
M. Tistarelli and E. Grosso
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5. **Object-oriented scene modeling for interpersonal video communication at very low bit-rate** • ARTICLE
Signal Processing: Image Communication, Volume 6, Issue 5, October 1994, Pages 379-395
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Jessica JunLin Wang and Sameer Singh
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Computer Vision and Image Understanding, Volume 78, Issue 2, May 2000, Pages 222-302
Azriel Rosenfeld
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4. **Image Analysis and Computer Vision: 1998** • REVIEW ARTICLE
Computer Vision and Image Understanding, Volume 74, Issue 1, 1 April 1999, Pages 36-95
Azriel Rosenfeld
Abstract

5. **Diagnostic recognition: task constraints, object information, and their interactions** • ARTICLE
Cognition, Volume 67, Issues 1-2, 17 July 1998, Pages 147-179
Philippe G. Schyns
Abstract

6. **MPEG-4: Audio/video and synthetic graphics/audio for mixed media** • ARTICLE
Signal Processing: Image Communication, Volume 9, Issue 4, May 1997, Pages 433-463
Peter K. Doenges, Tolga K. Capin, Fabio Lavagetto, Joern Ostermann, Igor S. Pandzic and Eric D. Petajan
Abstract

7. **Image Analysis and Computer Vision: 1996** • REVIEW ARTICLE
Computer Vision and Image Understanding, Volume 66, Issue 1, April 1997, Pages 33-93

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PGPUB-DOCUMENT-NUMBER: 20050111705
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DOCUMENT-IDENTIFIER: US 20050111705 A1

TITLE: Passive stereo sensing for 3D facial shape biometrics

PUBLICATION-DATE: May 26, 2005

INVENTOR-INFORMATION:

NAME	CITY	STATE	COUNTRY	RULE-47
Waupotitsch, Roman	Santa Fe	NM	US	
Medioni, Gerard	Los Angeles	CA	US	
Zwern, Arthur	San Jose	CA	US	
Maslov, Igor	Mountain View	CA	US	

US-CL-CURRENT: 382/118; 382/154

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PGPUB-DOCUMENT-NUMBER: 20040223631
PGPUB-FILING-TYPE: new
DOCUMENT-IDENTIFIER: US 20040223631 A1

TITLE: Face recognition based on obtaining two dimensional information from three-dimensional face shapes

PUBLICATION-DATE: November 11, 2004

INVENTOR-INFORMATION:

NAME	CITY	STATE	COUNTRY	RULE-47
Waupotitsch, Roman	San Jose	CA	US	
Zwern, Arthur	San Jose	CA	US	
Medioni, Gerard	Los Angeles	CA	US	

US-CL-CURRENT: 382/118

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PGPUB-DOCUMENT-NUMBER: 20040223630
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DOCUMENT-IDENTIFIER: US 20040223630 A1

TITLE: Imaging of biometric information based on three-dimensional shapes

PUBLICATION-DATE: November 11, 2004

INVENTOR-INFORMATION:

NAME	CITY	STATE	COUNTRY	RULE-47
Waupotitsch, Roman	San Jose	CA	US	
Tsoupko-Sitnikov, Mikhail	Campbell	CA	US	
Medioni, Gerard	Los Angeles	CA	US	

US-CL-CURRENT: 382/118; 382/209

Full | Title | Citation | Front | Review | Classification | Date | Reference | Sequences | Attachments | Claims | KWIC | Draw Desc | Image

☐ 4. Document ID: US 20020105530 A1

L1: Entry 4 of 7 File: PGPB Aug 8, 2002

PGPUB-DOCUMENT-NUMBER: 20020105530
PGPUB-FILING-TYPE: new
DOCUMENT-IDENTIFIER: US 20020105530 A1

TITLE: Interactive try-on platform for eyeglasses

PUBLICATION-DATE: August 8, 2002

INVENTOR-INFORMATION:

NAME	CITY	STATE	COUNTRY	RULE-47
Waupotitsch, Roman	San Jose	CA	US	
Tsoupko-Sitnikov, Mikhail	Campbell	CA	US	
Medioni, Gerard G.	Los Angeles	CA	US	
Mishin, Oleg	Foster City	CA	US	
Shamgin, Vladimir	Cupertino	CA	US	
Callari, Francesco	Campbell	CA	US	
Guigonis, David	San Jose	CA	US	

US-CL-CURRENT: 345/630

Full | Title | Citation | Front | Review | Classification | Date | Reference | Sequences | Attachments | Claims | KWIC | Draw Desc | Image

☐ 5. Document ID: US 6563499 B1

L1: Entry 5 of 7 File: USPT May 13, 2003

US-PAT-NO: 6563499
DOCUMENT-IDENTIFIER: US 6563499 B1

TITLE: Method and apparatus for generating a 3D region from a surrounding imagery

DATE-ISSUED: May 13, 2003

INVENTOR-INFORMATION:

NAME	CITY	STATE	ZIP CODE	COUNTRY
Waupotitsch; Roman	Los Gatos	CA		
Bandari; Esfandiar	Mountain View	CA		

US-CL-CURRENT: 345/420

Full | Title | Citation | Front | Review | Classification | Date | Reference | Claims | KWIC | Draw Desc | Image

☐ 6. Document ID: US 6529192 B1

L1: Entry 6 of 7 File: USPT Mar 4, 2003

US-PAT-NO: 6529192
DOCUMENT-IDENTIFIER: US 6529192 B1

TITLE: Method and apparatus for generating mesh models of 3D objects

DATE-ISSUED: March 4, 2003

INVENTOR-INFORMATION:

NAME	CITY	STATE	ZIP CODE	COUNTRY
Waupotitsch; Roman	Los Gatos	CA		

US-CL-CURRENT: 345/419

Full | Title | Citation | Front | Review | Classification | Date | Reference | Claims | KWIC | Draw Desc | Image

☐ 7. Document ID: US 6518963 B1

L1: Entry 7 of 7 File: USPT Feb 11, 2003

US-PAT-NO: 6518963
DOCUMENT-IDENTIFIER: US 6518963 B1

TITLE: Method and apparatus for generating patches from a 3D mesh model

DATE-ISSUED: February 11, 2003

INVENTOR-INFORMATION:

NAME	CITY	STATE	ZIP CODE	COUNTRY
Waupotitsch; Roman	Los Gatos	CA		
Mishin; Oleg	Foster City	CA		

US-CL-CURRENT: 345/419

Full | Title | Citation | Front | Review | Classification | Date | Reference | | | Claims | KWIC | Draw Desc | Image

Clear | Generate Collection | Print | Fwd Refs | Bkwd Refs | Generate OACS

Term	Documents
WAUPOTITSCH	11
WAUPOTITSCHES	0
WAUPOTITSCH.IN..PGPB,USPT.	7
(WAUPOTITSCH.IN.).PGPB,USPT.	7

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Hit List

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Search Results - Record(s) 1 through 1 of 1 returned.

☐ 1. Document ID: US 20050162419 A1

Using default format because multiple data bases are involved.

L2: Entry 1 of 1 File: PGPB Jul 28, 2005

PGPUB-DOCUMENT-NUMBER: 20050162419
PGPUB-FILING-TYPE: new
DOCUMENT-IDENTIFIER: US 20050162419 A1

TITLE: System and method for 3-dimension simulation of glasses

PUBLICATION-DATE: July 28, 2005

INVENTOR-INFORMATION:

NAME	CITY	STATE	COUNTRY	RULE-47
Kim, So Woon	Seongnam		KR	
Yi, Seung Won	Seoul		KR	
Cho, Hang Shin	Seongnam		KR	
Choi, Sung Il	Seoul		KR	

US-CL-CURRENT: 345/419; 345/420, 345/621, 345/629, 382/190, 382/195, 382/199, 700/182

Full | Title | Citation | Front | Review | Classification | Date | Reference | Sequences | Attachments | Claims | KWIC | Draw Desc | Image

Clear | Generate Collection | Print | Fwd Refs | Bkwd Refs | Generate OACS

Term	Documents
EYEGLASSES	7159
EYEGLASS	5784
3D	127362
3DS	148
FACE	838534
FACES	442806
MODEL?	0
MODELA	16
MODELB	8
MODELC	11
MODELD	3

Hit List

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Search Results - Record(s) 1 through 4 of 4 returned.

☐ 1. Document ID: US 20050162419 A1

Using default format because multiple data bases are involved.

L3: Entry 1 of 4 File: PGPB Jul 28, 2005

PGPUB-DOCUMENT-NUMBER: 20050162419
PGPUB-FILING-TYPE: new
DOCUMENT-IDENTIFIER: US 20050162419 A1

TITLE: System and method for 3-dimension simulation of glasses

PUBLICATION-DATE: July 28, 2005

INVENTOR-INFORMATION:

NAME	CITY	STATE	COUNTRY	RULE-47
Kim, So Woon	Seongnam		KR	
Yi, Seung Won	Seoul		KR	
Cho, Hang Shin	Seongnam		KR	
Choi, Sung Il	Seoul		KR	

US-CL-CURRENT: 345/419; 345/420, 345/621, 345/629, 382/190, 382/195, 382/199, 700/182

Full | Title | Citation | Front | Review | Classification | Date | Reference | Sequences | Attachments | Claims | KWIC | Draw Desc | Image

☐ 2. Document ID: US 20020164068 A1

L3: Entry 2 of 4 File: PGPB Nov 7, 2002

PGPUB-DOCUMENT-NUMBER: 20020164068
PGPUB-FILING-TYPE: new
DOCUMENT-IDENTIFIER: US 20020164068 A1

TITLE: Model switching in a communication system

PUBLICATION-DATE: November 7, 2002

INVENTOR-INFORMATION:

NAME	CITY	STATE	COUNTRY	RULE-47
Yan, Yong	Yorktown Heights	NY	US	

US-CL-CURRENT: 382/154

Full | Title | Citation | Front | Review | Classification | Date | Reference | Sequences | Attachments | Claims | KWIC | Draw Desc | Image

☐ 3. Document ID: US 6664956 B1

L3: Entry 3 of 4 File: USPT Dec 16, 2003

US-PAT-NO: 6664956
DOCUMENT-IDENTIFIER: US 6664956 B1

TITLE: Method for generating a personalized 3-D face model

DATE-ISSUED: December 16, 2003

INVENTOR-INFORMATION:

NAME	CITY	STATE	ZIP CODE	COUNTRY
Erdem; A. Tanju	Rochester	NY		

US-CL-CURRENT: 345/419; 345/473

Full | Title | Citation | Front | Review | Classification | Date | Reference | Claims | KWMC | Draw Desc | Image

☐ 4. Document ID: US 6492986 B1

L3: Entry 4 of 4 File: USPT Dec 10, 2002

US-PAT-NO: 6492986
DOCUMENT-IDENTIFIER: US 6492986 B1
**** See image for Certificate of Correction ****

TITLE: Method for human face shape and motion estimation based on integrating optical flow and deformable models

DATE-ISSUED: December 10, 2002

INVENTOR-INFORMATION:

NAME	CITY	STATE	ZIP CODE	COUNTRY
Metaxas; Dimitris	Philadelphia	PA		
DeCarlo; Douglas	Philadelphia	PA		

US-CL-CURRENT: 345/420; 345/474

Full | Title | Citation | Front | Review | Classification | Date | Reference | Claims | KWMC | Draw Desc | Image

Clear | Generate Collection | Print | Fwd Refs | Bkwd Refs | Generate OACS

Term	Documents
EYEGLASSES	7159
EYEGLASS	5784

Hit List

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Search Results - Record(s) 1 through 3 of 3 returned.

☐ 1. Document ID: US 20050175234 A1

Using default format because multiple data bases are involved.

L4: Entry 1 of 3 File: PGPB Aug 11, 2005

PGPUB-DOCUMENT-NUMBER: 20050175234
PGPUB-FILING-TYPE: new
DOCUMENT-IDENTIFIER: US 20050175234 A1

TITLE: Head-mounted object image combining method, makeup image combining method, headmounted object image combining device, makeup image composition device, and program

PUBLICATION-DATE: August 11, 2005

INVENTOR-INFORMATION:

NAME	CITY	STATE	COUNTRY	RULE-47
Sakamoto, Shizuo	Tokyo		JP	

US-CL-CURRENT: 382/154

Full | Title | Citation | Front | Review | Classification | Date | Reference | Sequences | Attachments | Claims | KWIC | Draw Desc | Image

☐ 2. Document ID: US 20050162419 A1

L4: Entry 2 of 3 File: PGPB Jul 28, 2005

PGPUB-DOCUMENT-NUMBER: 20050162419
PGPUB-FILING-TYPE: new
DOCUMENT-IDENTIFIER: US 20050162419 A1

TITLE: System and method for 3-dimension simulation of glasses

PUBLICATION-DATE: July 28, 2005

INVENTOR-INFORMATION:

NAME	CITY	STATE	COUNTRY	RULE-47
Kim, So Woon	Seongnam		KR	
Yi, Seung Won	Seoul		KR	
Cho, Hang Shin	Seongnam		KR	
Choi, Sung Il	Seoul		KR	

US-CL-CURRENT: 345/419; 345/420, 345/621, 345/629, 382/190, 382/195, 382/199, 700/182

☐ 3. Document ID: US 20020105530 A1

L4: Entry 3 of 3 File: PGPB Aug 8, 2002

PGPUB-DOCUMENT-NUMBER: 20020105530
PGPUB-FILING-TYPE: new
DOCUMENT-IDENTIFIER: US 20020105530 A1

TITLE: Interactive try-on platform for eyeglasses

PUBLICATION-DATE: August 8, 2002

INVENTOR-INFORMATION:

NAME	CITY	STATE	COUNTRY	RULE-47
Waupotitsch, Roman	San Jose	CA	US	
Tsoupko-Sitnikov, Mikhail	Campbell	CA	US	
Medioni, Gerard G.	Los Angeles	CA	US	
Mishin, Oleg	Foster City	CA	US	
Shamgin, Vladimir	Cupertino	CA	US	
Callari, Francesco	Campbell	CA	US	
Guigonis, David	San Jose	CA	US	

US-CL-CURRENT: 345/630

Full | Title | Citation | Front | Review | Classification | Date | Reference | Sequences | Attachments | Claims | KWMC | Draw Desc | Image

Clear | Generate Collection | Print | Fwd Refs | Bkwd Refs | Generate OACS

Term	Documents
EYEGLASSES	7159
EYEGLASS	5784
SHOES	44028
SHOE	72792
CLOTHES	25697
CLOTHE	323
3D	127362
3DS	148
FACE	838534
FACES	442806
MODEL?	0
(((EYEGLASSES OR SHOES OR CLOTHES) SAME 3D) AND (FACE WITH MODEL?)).PGPB,USPT.	3